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Subject: Questions on Elevators

Posted by [Anonymous](#) on Wed, 08 Jan 2003 00:57:00 GMT

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err -- elevators are just animations - you add the "lift" via a mesh that is marked as "push" in the building physics type.the "lift" just goes up and down when you trigger it with a zone.i made a couple of them -- with working doors and lights (just like the westwood ones - (lights are achieved by making meshes come on and off as the lift goes up and down.)make the complete cycle of the animation - down - up - down.you also need to set the zones -- you have to play with it - as it's a bit complicated to go in detail here - one of these days i will need to make screen shots -- basically - you have an overhead view and a front view - you move the little block in front or behind the lift mesh (some systems show it - some don't - limitation of the vidcard i think)the commands for moving it are on that screen when you go into it.sorry can't be much help.(btw - you can look at an animation of an elevator in viewer to see what i mean about the meshes turning on and off)

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